Wii™

m&m's® BRAND KART RACING©

DSI GAMES

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Loss of awareness
Eye or muscle twitching
Involuntary movements
Altered vision
Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

Official Nintendo Seal

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

EVERYONE
E
CONTENT RATED BY ESRB

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⚠ *CAUTION: WRIST STRAP USE*

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- ***Make sure all players put on the wrist strap properly when it is their turn.***
- ***Do not let go of the Wii Remote during game play.***
- ***Dry your hands if they become moist.***
- ***Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.***
- ***Stay at least three feet from the television.***

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Wii™ CONSOLE CONTROLS

In "M&M's® Kart Racing", the controls have been configured to simulate a driving wheel, so you will hold the Wii Remote™ horizontally, in both hands.

In Game Controls

+ Control Pad - Menu navigation
1 Button – Back / Cancel
2 Button – Enter / Accept

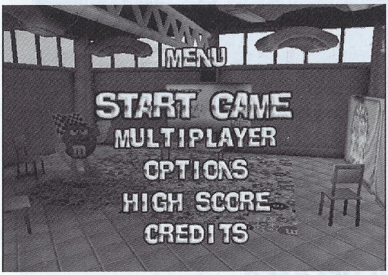
GETTING STARTED

To start a game, please put the M&M's® Kart Racing Game Disc in the Disc Slot and the power will turn on. Follow the instructions displayed on the screen.

MAIN MENU

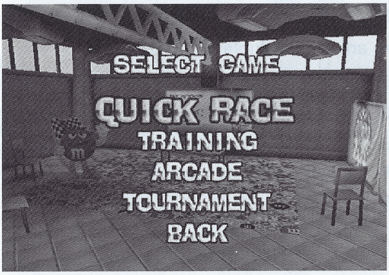
The MAIN MENU screen provides the following options:

- START GAME
- MULTIPLAYER
- OPTIONS
- HIGH SCORE
- CREDITS


MENU
START GAME
MULTIPLAYER
OPTIONS
HIGH SCORE
CREDITS

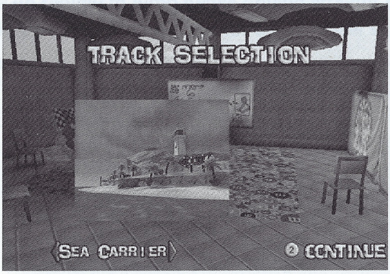
After selecting START GAME, you have access to the following Single Player options:

-QUICK RACE
-TRAINING
-ARCADE
-TOURNAMENT
-BACK


SELECT GAME
QUICK RACE
TRAINING
ARCADE
TOURNAMENT
BACK

PLAYING THE GAME

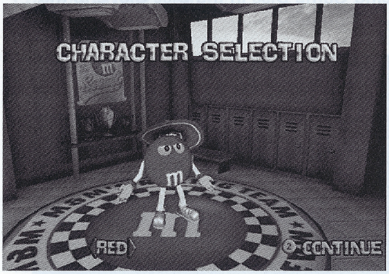
Quick Race is a pick-up and play mode where you can quickly challenge your opponents to a race on any of the available racetracks. Keep in mind some of the more advanced racetracks must be unlocked in Tournament Mode.

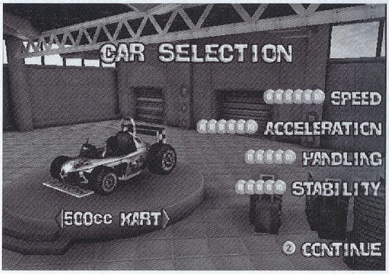

TRACK SELECTION
SEA CARRIER
2 CONTINUE

Training Mode – Training Mode allows you to test your driving skills on the racetrack of your choice, using any of the vehicle classes without opponents. The only challenge in this mode is time.

Arcade Mode – The goal in Arcade Mode is to rack up as many points as possible by performing stunts and collecting everything you find on the racetrack.

Tournament Mode – In Tournament Mode, you can challenge your opponents through all of the 15 available race tracks, including three super-speed bonus racing arenas. In this mode, the position on the finish line is not the only thing that matters: performing stunts and collecting items earn extra points.





MULTIPLAYER

In this mode, you can challenge a friend in two-player split screen game play.

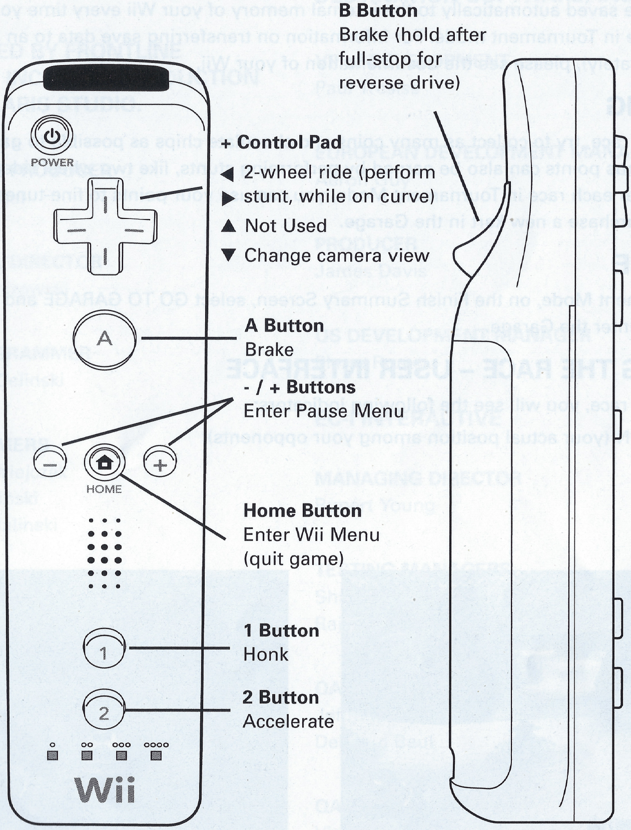
There are two Multiplayer options:

1) Quick Race – a one lap race without CPU opponents.

2) Full Throttle – a three lap race with CPU opponents.

To activate a second player (second Wii Remote) on the Multiplayer startup screen, enter the Wii Menu using the Home Button of the active Wii Remote, and follow the on screen instructions.

CONTROLS ON THE ROAD


B Button
Brake (hold after full-stop for reverse drive)
POWER
+ Control Pad
◀ 2-wheel ride (perform
▶ stunt, while on curve)
▲ Not Used
▼ Change camera view
A
A Button
Brake
- / + Buttons
Enter Pause Menu
HOME
Home Button
Enter Wii Menu (quit game)
1
1 Button
Honk
2
2 Button
Accelerate
Wii

During the race you will use the 2 Button to accelerate, A Button to brake, and rotate the Wii Remote left and right to turn. In addition, you can hold the B Button to drive in reverse after you have come to a complete stop.

Raise your Wii Remote up rapidly to jump (while driving straight on the road), double jump while at the take-off / hill, or raise it on a curve for a two-wheel stunt drive.

Rotate the Wii Remote to turn left or right.

While on the start line – spin the Wii Remote as fast as you can for TURBO START (3-5 seconds of supercharged ride).

SAVE DATA

Data will be saved automatically to the internal memory of your Wii every time you complete a race in Tournament mode. For information on transferring save data to an SD card (sold separately), please see the documentation of your Wii.

SCORING

During the race, try to collect as many coins and chocolate chips as possible to gain extra points. Bonus points can also be earned by performing stunts, like two wheel rides or jumps. After each race in Tournament Mode, you can use your points to fine-tune your vehicle or to purchase a new kart in the Garage.

GARAGE

In Tournament Mode, on the Finish Summary Screen, select GO TO GARAGE and hit the 2 Button to enter the Garage.

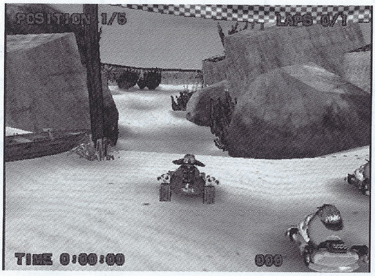
DURING THE RACE – USER INTERFACE

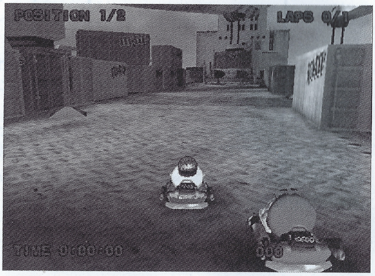
During the race, you will see the following indicators:

1) POSITION (your actual position among your opponents);

2) TIME

3) SPEED





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